

NAME: Ironfist (G1)
PLAYER:

VALUE	CHAR	COST	BASE	PTS
26/46	Strength	x1	10	16
20	Dexterity	x3	10	30
23	Constitution	x2	10	26
10/14	Body	x2	10	0
20	Intelligence	x1	10	10
18	Ego	x2	10	16
24	Presence	x1	10	14
10	Comeliness	x1/2	10	0
13	Physical Defex	x1	5	8
13	Energy Defens	x1	5	8
4	Speed	x10	3.0	10
10	Recovery	x2	10	0
46	Endurance	x1/2	46	0
35/39	Stun	x1	35	0
Characteristics Cost:				138

STR Roll: 18-	Run	20"
DEX Roll: 13-	Swim	2"
INT Roll: 13-	Jump	9"
EGO Roll: 13-		
PER Roll: 13-		

Experience: 62

DISADVANTAGES	BASE:	200+PTS
Accidental Chg, "To robot form if Stunned", very common, occur 11-		20
DNPC, "Innocents in need of saving", incompetent, appear 11-		20
Distinctive, "Giant robot", easily concealable, major Hunted, "Anti-Autobot forces", as powerful, harsh, appear 11-		10
Physical Lim, "No hands in vehicle mode", infrequently, slightly		5
Psych Lim, "Loves weaponry", common, moderate		10
Psych Lim, "Code vs. killing", common, strong		15
Psych Lim, "Never quits", uncommon, total		15
Rep, "Heroic alien robot", occur 8-		5
Rivalry, "Other gun bunnies", professional		5
Unluck, 3D6		15
Watched, "Autobot leaders", more powerful, non-combat influence, harsh, appear 14-		15

Disadvantages Total : 150
Experience Spent + 62
Total Points = 412

THE TRANSFORMERS

HERO 4TH EDITION

PTS POWERS END

- 3 1" Change Environment, Desc: Headlights, OIF (-1/2) 0
- 10 EC (10), "Transformer powers" 0
- 17a) 12/12 Armor, OIF(-1/2)
- 20b) 4 LVLS Growth (stats already included), Always On(-1/2), 0 END Persistent(+1)
- 73c) 6 1/2D6 RKA, OAF(-1), Gestures(-1/4), 33-64 Charges(+1/2), x5 Increased Max Range (+1/4) 0
- 23d) 18" Running, 1/2 END (+1/4) 2
- 6e) Shape Shift, "Truck", Concentrate(-1/4), Cannot change form if takes over half Body (-1/4), IIF(-1/4), 0 END Persistent(+1) 0
- 19 Life Support, doesn't breathe, safe in vacuum/pressure, safe in heat/cold, immune to aging
- 3 Radio XMIT/REC, OIF (-1/2)
- 3 4 Rng Levels: Gun, OAF (-1)
- 6 +2" Running, "Wheels", x8 Non-Combat, has turn mode, OIF(-1/2), Linked (-1/2), "Shape Shift" 0
- 11 46 STR, 1/2 END(+1/4) 0
- 3 +4 Telescopic Sense, Sight Group, OAF(-1) ==Perks==
- 3 Federal Police Powers ==Skills==
- 3 Combat Driving 13-
- 3 Demolitions 11-
- 3 Electronics 11-
- 3 Inventor 13-
- 30 6 Levels: Ranged attacks, related group
- 5 Mechanics 12-
- 3 Navigation 11-
- 3 Survival 11-
- 3 Tactics 13-
- 4 WF, Small Arms, Heavy Weapons
- 7 Weaponsmith 13-
- 7 Weaponsmith 13-

274 : **Powers Total**
138 + **Characteristic Total**
412 = **Total Cost**

Base OCV: 7 Base DCV: 7
Adjustment + Adjustment +
Final OCV = Final DCV =

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10

DEX: 20 SPD: 4 ECV: 6
Phases - - 3 - - 6 - - 9 - - 12
PD/rPD 25/ 12 ED/rED 25/ 12
END: 46 STUN: 39 BODY: 14

3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulders	x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1	-7	
13	Vitals	x4	x1 1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

NOTES

Name: Ironfist
Species: Cybertronian
Gender: Male
Height: 16 feet
Team: Autobot (Elite Guard)

